

Minifigure Basic Function Proposal V1.0

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Percentage figures within this table have arbitrary values merely to demonstrate the difference of upgrading a minifigure.
(ST = Special Tool.)

Level One: Not Upgraded ★ (no backpack)

Minifigure	Col.	Ability One	Object	Ability Two	Object
Driver		DIG: Pick Axe		Drives all land based vehicles	
Engineer	Yellow	REINFORCE WALL: Small hammer		Repairs Vehicles	
Geologist		CREATE: Remote Teleport (Click Floor) SET DYNAMITE: (Click Wall)		Scans terrain rock types	
Pilot	Blue	DIG: Pick Axe		Pilots all air borne vehicles	
Sailor	Red	DIG: Pick Axe		Pilots all water based vehicles	

Level Two: Upgraded Once ★ (no backpack)

Minifigure	Col.	Ability One	Object	Ability Two	Object
Driver		DIG: Jack Hammer (Speed +30%)		Drives all land based vehicles (Speed +30%)	+30%
Engineer	Yellow	REINFORCE Lump Hammer (Speed +30%)		Repairs Vehicles: Electric drill (Speed +30%)	+30%
Geologist		CREATE: Remote Teleport (Speed +30%) SET DYNAMITE		Scans terrain rock types and minerals (Radius +30%)	+30%
Pilot	Blue	DIG: Jack Hammer (Speed +30%)		Pilots all air borne vehicles (Speed +30%)	+30%
Sailor	Red	DIG: Jack Hammer (Speed +30%)		Pilots all water based vehicles (Speed +30%)	+30%

Level Three: Upgraded Twice ★★★ (large backpack)

Minifigure	Col.	Ability One	Object	Ability Two	Object
Driver		DIG: Pusher Ray (Speed +50%)	ST	Drives all land based vehicles (Speed +50%)	+50%
Engineer	Yellow	REINFORCE: Circular Saw (Speed +50%)		Repairs Vehicles: Circular Saw (Speed +50%)	+50%
Geologist		CREATE: Remote Teleport (Speed +50%) SET DYNAMITE		Scans terrain rock types and minerals and creatures (Radius +50%)	+50%
Pilot	Blue	DIG: Freeze Ray (Speed +50%)	ST	Pilots all air borne vehicles (Speed +50%)	+50%
Sailor	Red	DIG: Laser (Speed +50%)	ST	Pilots all water based vehicles (Speed +50%)	+50%

Considerations

1. As you can see from the previous table, each minifigure has at least one, or in many cases multiple abilities that other minifigures do not possess. This will ensure that the player utilises each character rather than opting for one or two to perform all the tasks.
2. The special tools, i.e. Pusher, Freeze and Laser, have been split between three of the characters. Again, this will invite the player to use the correct minifigure at the appropriate time. It also means that the interface does not require a change special tool option: Once a Driver has been upgraded to level three the 'dig' function will automatically fire the Pusher beam.
3. As the special tools replace the dig function, more interesting graphics can be implemented when the Pusher, Freezer and Laser are used to excavate a block. To avoid walls being excavated when the player is trying to fire at a creature, a context sensitive mouse pointer can be used requiring a click and hold for excavation and a single click to fire a shot from the weapon. This may be a problem for over anxious players who click and hold the mouse pointer to fire at a greater rate. However, if a shot requires the player to click and release before the next shot is fired, then player will soon learn that click and hold is for excavation only.
4. Each function such as dig or repair is seen with a new LEGO element as shown in the table above. For example, the Engineer's repair tool goes from a screwdriver, to an electric drill to a circular saw as his skill is improved through the upgrade process.
5. The visual representation of an upgraded minifigure is through the use of a backpack as seen in the Adventures Set. A level two minifigure (upgraded once) will have a smaller and differently coloured backpack than a level three minifigure (upgraded twice). The use of this backpack visual element will be constant for all types of minifigure so that there are only two backpack objects to be loaded. A level one minifigure (not upgraded) will have no backpack.
6. All types of minifigure should be able to pick up, carry, drop and deposit minerals.